

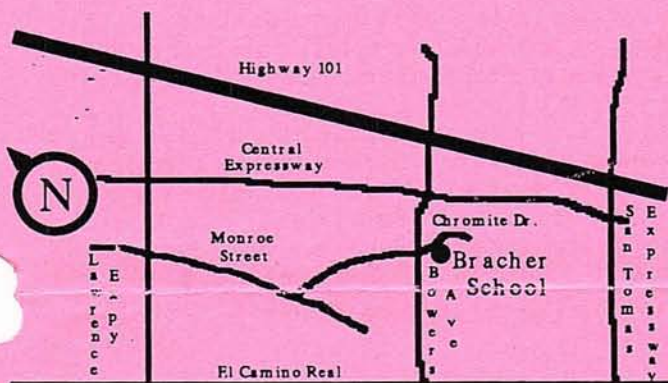
Bay
Area
Atari
Users
Group

\$2.00
USA

NEWSLETTER

September 1987

ATTENTION ! Meeting Location



Next Meeting - Monday - SEPT. 14, 1987

Bracher School Cafeteria
Corner of BOWERS & CHROMITE
in SANTA CLARA, CA
from 7:00 P.M. to 9:45 P.M.

B.A.A.U.G. Roster of Officers:

President:

Mike R. Burnham (408) 247-0989

Vice-President:

Kathy Standifird (408) 739-4920

Secretary:

Simon Cotton (408) 296-1620

Treasurer:

Pete T. Cardamone Jr. (408) 996-3839

Software Librarians:

8-Bit: Bill Richerson (408) 446-2242

ST: Bruce Coleman (408) 288-7376

Document Librarian:

Doug Thompson (415) 961-0353

Bulletin Board & Sysop:

Greg Kranich (408) 358-1520

Newsletter Co-Editors:

Joe Fischer (408) 988-3065

Frank Nagle (408) 720-8131

Program Chairman:

Alex Tweedly (415) 424-8190

Member-at-Large:

Sue Tempey (415) 967-7629

Past President:

Frank Nagle (408) 720-8131

Baag was founded by
John Crane & Clyde Spencer

Inside This Issue:

- o Meeting Minutes
- o FCC CHARGES
- o Knarf's Korner

- o ST News
- o SW AP MEET in SEPT.
- o And More ...

Bay Area Atari Users Group

FROM THE PRESIDENT'S DESK

Here it is September already. The year almost completely gone. Time to start thinking about next year. I want to thank Bill Richerson for the fabulous job he did on the Disk Library of the 8-Bit software, although we got behind on disks, everything is now cataloged, separated, and filed for easy access. Thank you Bill.

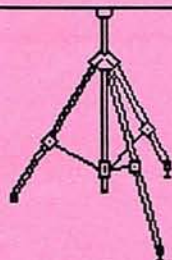
At the September meeting (Monday the 14th) we are having a swap meet, also at that meeting the Disk-of-the-Month for April, May, June, July, August, and September will be available. The agenda for that meeting is as follows:

7:00 P.M. Call to Order
7:05 P.M. 8-Bit Demo
7:20 P.M. 16-Bit Demo
7:30 Random Access
8:15 Raffle
8:30 Swap Meet - 10% of all sales to club (Honor System)
9:45 End Meeting

That's it for now. See you at the meeting! Bring a friend.

PRESIDENT BAY AREA ATARI USER GROUP,
M.R. BURNHAM

NEXT MEETING IS A
SW AP MEET
SECOND TUESDAY
SEPTEMBER 14th



FCC ATTEMPT TO CHARGE FOR MODEM USAGE!

(Editor's note: There is more to the story of FCC charges than this article indicates. By the time you read this, unless the FCC extends the deadline for comments, the date will have passed, August 24th. Related articles can be found in MicroTimes and Computer Currents, two free microcomputer magazines in the Bay Area.)

A new regulation that the FCC is quietly working on will directly affect you as the user of a computer and modem. The FCC proposes that users of modems should pay extra charges for use of the public telephone network which carry their data. In addition, computer network services such as CompuServe, Tymnet, and Telenet would also be charged as much as \$6.00 per hour per user for use of the public telephone network. These charges would very likely be passed on to the subscribers.

The money is to be collected and given to the telephone company in an effort to raise funds lost to deregulation. Jim Eason of KGO newstalk radio (San Francisco, CA) commented on the proposal during his afternoon radio program on June 16, 1987. He said he learned of the new regulation in an article in the New York Times. Jim took the time to gather the addresses which are given below.

What you should do:

First, take the time to capture this bulletin and the letter which follows.

Next, find three or more BBS systems which are not carrying this message and upload this text.

Finally, print three copies of the letter which follows (or write your own) and send a signed copy to the three addresses.

It is important that you act now. The bureaucrats already have it in their minds that modem users should subsidize the phone company and are now listening to public comment. Please stand up and make it clear that we will not allow any government

restrictions on the free exchange of information. The addresses are:

1. Chairman of the FCC
1919 M Street N.W.
Washington, D.C. 20554
2. Chairman, Senate Communications
Subcommittee
SH-227 Hart Building
Washington, D.C. 20510
3. Chairman, House Telecommunications
Subcommittee
B-331 Rayburn Building
Washington, D.C. 20515

Dear Sir,

Please allow me to express my displeasure with the FCC proposal which would authorize a surcharge for the use of modems on the telephone network. This regulation is nothing less than an attempt to restrict the free exchange of information among the growing number of computer users. Calls placed using modems require no special telephone company equipment, and users of modems pay the phone company for use of the network in the form of a monthly bill. In short, a modem call is the same as a voice call and therefore should not be subject to any additional regulation.

Sincerely,

**GET THE WORD OUT! LET'S STOP THIS BILL!
THAT IS OUR RIGHT AS CITIZENS OF THE
UNITED STATES OF AMERICA!!**



WE NEED YOUR ARTICLE !!!

SOFTWARE REVIEW S -

BALANCE OF POWER

FLEETSTREET

Balance of Power
Mindscape, Inc.
3444 Dundee Rd.
Northbrook, IL 60062
(800) 221-9884
\$49.95

Color or Monochrome Monitor, Mouse, TOS on
ROM, 512K required.
Copy Protected

Reviewed by Doug Thompson

Have you ever wondered what it would be like to be the President of the United States or the Premier of the USSR and have to make policy decisions that could trigger a nuclear confrontation? Balance of Power, a new release for the ST by Chris Crawford (of Eastern Front 1941 fame on the 8-bit Atari), gives you the feel of what geopolitics is like in the nuclear age. It puts you in command of the resources and power of either superpower, where each decision you make could trigger the next and final world war!

Balance of Power is a very complex and detailed simulation of diplomacy and wits between you and the computer controlled USSR (if you play the USA). Your basic goal in each scenario is to increase your geopolitical prestige without starting a nuclear war, while weakening that of your opponent's. In the world of nuclear arsenals and mutual assured destruction, geopolitical prestige is about the only avenue a superpower has for influencing what happens in the third world. How do you increase your prestige in the world? Basically, you have to support your friends and allies through military aid (to mention one avenue) and weaken the governments of your enemies through various means of subversion. In order for your policies to be successful requires either the tacit approval or the submission of your opponent to your will. Sound easy? If your policy is particularly irritating or enraging to the other superpower, he may

Bay Area Atari Users Group

start a diplomatic crisis that might lead to a nuclear war! Needless to say, you have to watch what you do. This is the basic premise of the game. However, each level of play adds more items for use by you and your opponent. Also, as the level of the game increases, so does the stubbornness of your opponent. Minor things can trigger a nuclear war, so you really have to be a diplomat to succeed at the higher levels of play.

Balance of Power has four levels of play. They are: the Beginner level, Intermediate level, Expert level, and a Nightmare scenario. The Beginner level is the easiest to play and will give you a feel of how the game works, before you jump into a more difficult level. (I highly recommend you master this level before you go to the next level!) The game playing screen for the Beginner level is a standard GEM screen (as with all levels of the game), with the menu headings of Countries, USA, USSR, Make Policies, Events, and Briefings. Under the Countries options you may select to view Spheres of Influence, Major Events (a visualization of all major civil wars around the world), Prestige Value (what level of prestige each country is worth to you), and Insurgency (level of insurgency in each country, i.e. peace, unrest, gorilla war, civil war, etc.). Under the USA and USSR menus, you may view Diplomatic relations with each country, Military and Insurgency Aid, and Intervene for Government and insurgents. Options available to you under the Make Policies menu are Military and Insurgency Aid, and Intervene with combat forces for the Government or the Insurgents. The Events menu allows you to look at what your opponent did on his turn and to question his intentions. Also, this menu has a listing of other actions by both sides, last years actions, and a "local" newspaper with clippings of major events in the selected country. The Briefings menu allows you to take a closer look at the country through its history (game history) and a short summary of its attitudes towards you and how much internal strife is present. This option will also summarize what the other side has done in that country for that turn.

The Intermediate level includes all options of the Beginner level and adds a few more subtle ways to approach the geopolitical interactions between countries and the superpowers. Under the Countries option, Coup d'etat? is added to the previous menu options. What this option does is highlight those countries where a coup is most likely to soon occur. This allows you to support the coup attempt or apply counter

measures to prevent it from happening. Added to the USA/USSR menus are Economic Aid and Destabilize, showing the levels of each that both superpowers are employing throughout the world. These two options are also added to the Policies menu. Economic Aid is pretty straight-forward, whereas Destabilization is a bit more complex in its application. If you choose to destabilize a country you may choose to incite riots, provoke kidnappings, provoke assassinations, etc. In order for you to continue to destabilize a country from turn to turn, you must select it each turn. Economic aid (in force every turn until canceled) is used to bolster an ally and prevent a good climate for a coup.

The Expert level builds on the intermediate level by introducing the player to a concept referred to as Finlandization. Finlandization refers what happened to Finland at the end of World War II. Finland was an ally of Nazi Germany at the end of the war, but was not invaded by the Soviets because of their interests elsewhere at the time. None of the Western allies would consider helping Finland if invaded by the Soviets, so Finland aligned themselves with the USSR to prevent an occupation. In essence, the Finlandization of a country happens when they feel that they are in a hopeless position or threatened by a superpower. Finlandization to a superpower is brought about directly through Diplomatic pressures (from the policy menu) or indirectly by fear of the superpower. Another added avenue open to you for diplomatic relations is that of creating different types of treaties with a country. The Nightmare level is like the Expert level, except that the computer opponent will be ruthless and unyielding. This scenario is provided as a handicapping level for a two player game or for those who have mastered the Expert level.

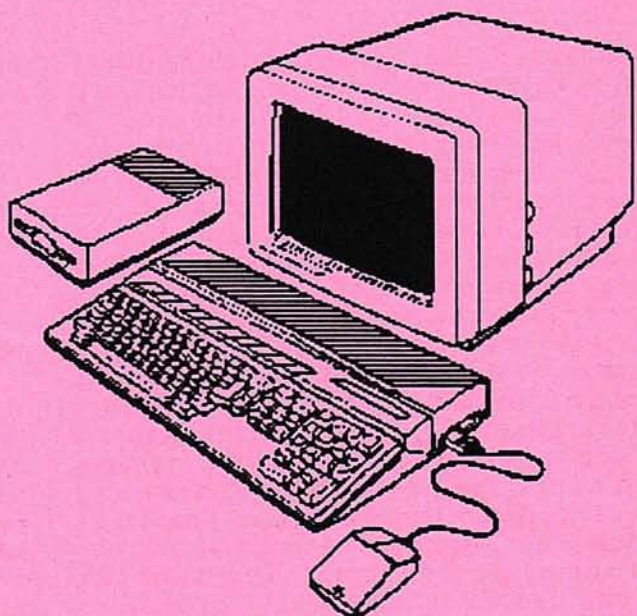
Each level of Balance of Power is different and must be approached with different types of strategies. The Beginner level has two basic strategies: offensive and defensive. The offensive strategy employed is to identify and overthrow the regimes that are unfriendly to you. This is done through supporting the insurgents (with aid or troops) in countries where a civil war is likely to take place. This can be done only with countries not closely aligned (like Warsaw Pact countries) with the USSR. On the defensive side, you must identify your allies who are in danger of being overthrown and go to their aid with military aid or military intervention. There are constraints placed on any aid you may give based on either the willingness of a country to

receive the aid or how far advanced the insurgency is towards a civil war. If the USSR sends aid to the insurgents in one of your allied countries, you had best question their judgement. This is done by questioning their actions in back channel discussions. If the USSR wants to make an issue of their actions, they will escalate to a diplomatic crisis. You may then choose to escalate it further to a military crisis, thus showing the USSR you mean business. The challenge process escalates until either party backs down from his stance or a nuclear war is triggered (DefCon 1) and the game is ended. The game continues until 1994, where the score is tallied and a winner determined (if you have avoided WW III).

The Intermediate, Expert, and Nightmare levels are similar to the Beginner level in basic play, but add more options to the game, as discussed above. These levels of play can be very confusing, as events happen for seemingly (on the surface) no reason. If you read the manual very carefully, you will find out how and why certain things happen. Since these levels of play include increasingly more information, you have to study the various screens and plan your actions very carefully. You also have to plan your strategies in advance and set your priorities. However, you can not be blatantly aggressive in the administration of your policies against the USSR, as they will follow suit. This becomes particularly important as the number of civil wars increases across the world. The reason is that as more civil wars crop up, the likelihood of accidental nuclear war increases with it anytime a diplomatic crisis escalates beyond DefCon 4.

I enjoyed playing Balance of Power. However, it was very frustrating to have a nuclear war happen over some trivial matter. It took many playings and several rereadings of the manual to understand exactly what was going on. The manual was well written, but the concepts and subtle interrelationships of the program were difficult to master. This version of the game is a scaled down version of earlier versions. In earlier versions of the game, the minor countries were more autonomous (more realistic), whereas in this version they are more the pawns of the superpowers. This was done for playability's sake, as the interrelationships between countries were found to be too complex and subtle for the average player. The models used for resolving a crisis were based on import. Import is based on two factors, hurt and care. Hurt describes how much a particular action hurts (or helps) a country. Care describes how much a

superpower cares what happens to a country. Care is based on three factors: treaty relationships (or military aid in the lower levels), diplomatic affinity to the superpower, and sphere of influence. It was initially hard to grasp this concept, as I thought it irrational for the computer to start a war over something as trivial (to it) as aid to a country outside its sphere of influence. I finally figured out that the computer calculates how much you care for a particular country based on what you have done to (or for) it in the past. What you have done has great importance to the outcome of a crisis. This is a good simulation of geopolitics, as it simulates how a superpower perceives a particular action. They do not know what we are thinking and can only base their actions on what has happened in the past. Crawford's main aim for Balance of Power is to "challenge you, make you think more about the dynamics of the world, and encourage you to learn more about this deadly competition at which the superpowers play." I feel Chris Crawford has achieved this goal and has produced a real winner with this game. Balance of Power definitely is not an arcade game (though the graphics were quite good), but a stimulating and thought provoking journey into the realm of geopolitics. It may not be for everyone, but if you are looking for a stimulating (if not somewhat frustrating at times) simulation of geopolitics, then I would highly recommend Balance of Power.



Fleet Street Publisher
Mirrorsoft Ltd.
Distributed by Spectrum HoloByte
495 Third St.
San Francisco, CA 94107
(415) 882-7381
\$119.95

Requires: TOS on ROM, 512K, Color or Mono
Monitor, Epson FX-80 printer or compatible, &
Mouse
Copy Protected

Reviewed by Doug Thompson

The world of desktop publishing for the ST just became a bit larger, with the introduction of Fleet Street Publisher, from Mirrorsoft of England. Fleet Street Publisher is "designed to give you everything you need to produce good quality printed materials without spending a fortune (in time and money) on typesetting and artwork". It is GEM driven and although it was developed for use with a monochrome monitor, it can be converted (conversion instructions are included in the addendum in the manual) for use on a color monitor. Fleet Street Publisher comes with three disks: one with the main program, one disk containing different fonts, and one containing clip art for use in the program and a graphics conversion program.

The manual for Fleet Street Publisher (Fleet Street) is fairly well written, with many illustrations and diagrams laced throughout. It is divided into 7 chapters covering from how to use the manual through binding the finished product. Chapter 1 contains a detailed glossary on traditional publishing terms and how they relate to Fleet Street. Chapter 2 gives a quick overview of desktop publishing and its advantages in time and cost over the conventional publishing process. Chapter 3 presents an overview of the major functions of Fleet Street and a quick summary of what each does. Chapter 4 is the tutorial chapter, where you are given a guided tour by creating a news paper format page with text and pictures supplied with the program. Chapters 5 and 6 delve more deeply into the intricacies of the program and describe how to make efficient use of it. Chapter 7 discusses planning, creation, and completion of your project from start to finish, including binding

options for the finished product. The appendices cover the art conversion program, the graphics library, and the fonts available with the program and provides illustrations of each item.

When you begin a session with Fleet Street Publisher, the program asks you to log in the time and current date and then proceeds to the first screen, where you may create new copy or edit a file. Fleet Street has 5 modes for creating and editing your copy. They are: Picture Block mode, used for sizing, copying, or moving your graphics, Picture Edit mode, used for drawing or editing your graphics, Box Rule mode, used for creating, positioning, sizing, copying and moving box rules (graphics etc.), Text Block mode, similar to the box rule mode, but used for text blocks, and Text Edit mode, used to enter or edit text. These items are selected from either the icons on the left margin of the screen or the Layout menu. Also located on the left margin is the trash can icon (for deletions) and a clipboard icon that acts like a RAM disk.

In order to input text or import text from an ASCII word processor file, you must first create a text block (this may be done through the layout menu or the icons at the left side of the screen). Text blocks differ from the columns you create with the page layout option in that you cannot directly input text into a column unless you have defined it as a text block and it has been activated. Once you have defined your text block, the text you enter can be entered in as one of 12 fonts of various point size. They are: Sans Serif, San Serif bold, Serif, Serif bold, Helga, Helga bold, Medieval (looks like old English), Medieval bold, West End, West End bold, College, and College bold. These fonts are selected from the Typography menu. Other options you may select from the Typography menu are: size, leading, justification, spacing, indent size, one-shot commands (commands used once only), hyphenation (how you want it done), tabulation (tabs), color, measure (units of measure, i.e. picas etc), underline, small/caps, and define or undefine the shift key.

From the Options menu, you may select page magnification, rulers (for exact placing of columns etc.), search for text, make a new page, enter new text, copy/move status (selectable layout options for move and copy), keys status (tells you what your function keys are defined as), info at cursor (tells you the attributes of whatever is under the cursor), printer controls (for printer driver configuration), and abandon (what you have

on the screen). The File menu contains load and merge text, save and delete file, load page (from one already created), merge picture (into an active picture block), save picture, load and save keys (keystroke macros you have created), output (to printer), create folder, help (extensive on line help), and quit.

As mentioned above, the Fleet Street package contains an art conversion program and a clip art disk. The art conversion program will convert art work created with Art Director, Degas P11 and 3 files, and Neochrome files to a Fleet Street compatible form. The clip art disk contains 11 folders with various predesigned art clippings. The folders are: Adverts (pictures for use in advertisements), Animals, Church (church themes), Country (graphics dealing with country themes), Games (indoor and outdoor game icons), Maps (of Europe, the U.K., and the world), Miscellaneous borders and banners, Pastimes (hobbies etc.), Pictures (pseudo photographs), and Symbols (weather, zodiac, etc.). To these, you can add clip art from various sources, when converted from the above art packages, with the conversion program.

After using Fleet Street Publisher for only a short time, I found that I really did not like this package very much. Page layout was awkward and if you used the program's automatic layout format, you always had an area at the top of the page reserved for a banner headline. This feature is fine for the first page of a newsletter or newspaper, but I found it was not very useful as I worked on later pages. The way around this problem is to create your own page layout with the text block option, using the same number and width of columns as your first sheet. When I did the tutorial, the graphics did not load as I expected. There is a "photograph" that is used for the first article, when loaded is supposed to cover columns two and three (if your picture block is placed correctly). It covered the correct area, but did not load completely, as the loaded picture I got was not the exact picture shown in the tutorial. Some of the material on the right hand side of the photo was cut off. This may have been caused by loading a picture designed for high resolution into the medium resolution of the color monitor. The second picture used in the tutorial loaded completely, but loaded oblong, versus the rectangular block I designated. Again, this may be because these pictures were designed to be used at high resolution. Also, when a magnification change is made on a page that contains graphics, it takes the program a very long time to redraw the screen

at the new magnification.

Entering text on to a page or into a column was pretty strange. When I first used the program, I had assumed that when you define your columns, you were ready to enter text into the columns right away. This was not the case. First, you have to define a "text block", activate it, and then you can enter text. When you begin to type, the program halts for a second, loads the font, and then places the characters you type on to the screen. This happens every time you use a new font, but only with the first character you enter for that font. Watching the text appear on the screen reminded me of the way a teletype machine prints. The screen looks like it shifts up, prints the character, and then returns to the original position. This is very distracting if you are watching and reading what you type on the screen. Screen magnification procedures are a bit strange. To me, they seemed to be backwards from what I would expect. One mode you can select is fit window. You would think that selecting this option would reduce your page to fit the whole window and reduce the copy to fit entirely into that window. However, what it does is reduce the window to fit completely on the screen (shows all the window without blocking any of the editing icons) and reduces your copy in that window to about 18.6% of its original size, with a lot of white space to the right of your page. This makes viewing a severe strain on your eyes! Again, I think this option was designed for the monochrome monitor and does not work well with a color monitor.

The printed output was not very good. You have two options to select from when you print your copy, draft and final. The only difference between the two output modes is that final print is darker than draft. The letters are blocky and look like they were created by a dot matrix printer (which they were). From what I can tell, copy is sent to the printer by way of a standard graphics screen dump. The density of dots per inch in the print-out was not very high, hence the blocky, "computerized" look. The manual states that you can obtain an upgraded version of the program that supports a laser printer. I hope that the laser output is much cleaner than dot matrix output.

Fleet Street Publisher has other minor irritants that hinder its use. The manual and package state that the program is not copy protected, however this is not completely true. It is true that the program disk can be copied

onto another disk, but in order to load the program, you must put the master program disk into drive A for the program to boot. After the initial boot, you can use your copy of the program for the rest of your session with Fleet Street. If you are enlarging a text or picture block and accidentally slip out of the defined area with the mouse cursor, the program will ask if you want to delete the block. Some of the keyboard commands are a little strange. In order to center your text, you have to hold the control key down when you press return and there seems to be no way to call often used commands except by using the mouse or defining a macro for keystrokes. The centering option in the Options menu does not seem to work after you have pressed a carriage return. Also, erasing portions of your graphics is awkward. You have to hold the shift key down and move the mouse with the left button down, in order to erase, otherwise, you will draw over what you have in that particular box.

This program has a lot of potential, but I feel that in its present state, it is as yet unfinished. My biggest complaint is with the output (I can live with the other eccentricities of the program). As it stands now, I would never want to publish any of the output this program produces with a dot matrix printer. I don't feel that the output is clean enough to use as advertising copy, but it may be good enough for use in newsletters and the like. I would not recommend this program to anyone who is looking for a desktop publishing program that produces clean, camera-ready copy and is easy to use and learn.



EDITOR'S NOTE: The following article is somewhat time dated but what happened at the meetings is interesting so we include it for your information.

WHAT'S HAPPENING AT THE ST SIG MEETINGS

From Bruce Coleman

Well, Spring has sprung, Fall has fell, Summer's here, and it's hot as it was last year at this time.

The excitement from the World of Atari Expo is still in the air as evidenced by a flood of new members in the ST Sig. We are happy to see the group growing and to have the use of the Bracher school auditorium for the meetings in July and August. The July ST sig meeting was made great by demos of new and exciting products such as the ST Replay ROM cartridge sound digitizer (demoed by Dan Oak), the PC-Ditto IBM PC emulator (demoed by former BAAUG document librarian John Schrier), Chessmaster 2000, a TALKING chess game (demoed by Vice-President Kathy Standifird), and DESKCART!, a ROM cartridge with 14, count 'em, desk accesories (demoed by Yours Truly).

Also the appearance of former BAAUG president and all around ATARI wizard Frank Nagle helped the answering part of the continuous questions from the members.

Richard Bennett brought up the fact that he has a resale license and that if anyone is interested, he can get BAAUG members a SPECIAL deal on the DESKCART! ROM cartridge (a substantial savings on the normal \$99 price tag). Thanks for that, Richard! All the products and demos were very impressive and left most of us salivating until our next paychecks. There were some good suggestions for the next meetings. Among them were: A hands-on tutorial on ARCing and DE-ARCing for both the 8 and 16 bit machines and a Telecommunications Primer Lecture and Demonstration (or: I got the modem, now what do I do with it?).

Both of these will be the subjects for the July meetings along with the regular features and demos. Kathy Standifird suggested a demo simulating an 8 bit machine telecommunicating with an ST so that both communities can see how the machines talk to each other over the telephone lines.

I would like to personally thank the people who brought computers: Walter Willis, Bob Schau, Carl Kaminski and Dan Oak. Thanks guys, it was nice having TWO ST's at the meeting!

At the June meeting, Steve Macuch mentioned converting single-sided drives to double-sided for something like \$80-\$90. He also discussed the possibilities of putting together 60 megabyte hard disks using generic parts for about the same price as the commercial 20 MB ATARI drives.

The ST Informer, an ST-specific newspaper out of Grants Pass, Oregon, was available for ST sig members at the July meeting. They cost \$2.00 normally and we were giving them away, but not too many takers. I still have some left so if you want one, give me a call. It had some interesting articles including one on the new 520STfm, which is a 520 with a built-in single-sided drive and RF modulator. It's essentially a 1040 with half the RAM and a SS/DD drive. The monochrome system lists for \$599 and the color system is \$799.

Also in the July issue were reviews and advertisements of products such as the ASTRA System HD+ (a 20.8 megabyte hard disk with a built-in 3.5" double sided double density floppy drive and built-in power supply -all in one housing) and a 2/4 megabyte RAM upgrade for \$139 !?!? I know, I know...your saying: "What's the catch?" The catch is: YOU have to supply the 1 megabyte chips. But it's not that bad! If you get the board for \$139 and 16 1 megabyte chips for \$18 ea., that gives you 2.5 megabytes for \$427 ! (the .5 is the RAM already in your machine). SO, if you bought a new 520 mono system and upgraded it you could have a 2.5 MB ST for less than \$900!! Power without the Price!

The upgrade board can be seen at New World Software, 1654 San Tomas Aquino Road, San Jose, CA, 95130. Their phone number is (408) 866-5003.

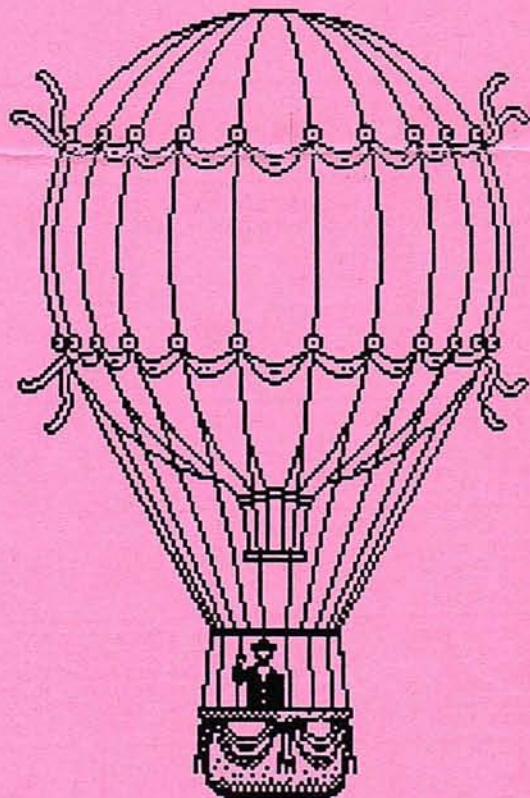
Navarone Industries, Inc. has announced a new Image Scanner for the ST which allows you to

scan documents with 300 dots-per-inch (DPI) resolution at up to 12 seconds per page. This will be a perfect addition to an ST desktop publishing system with a laser printer. List price is \$1239.95 and includes everything you need to use it.

Well, don't forget about next month's ST sig meeting August 11th. We will meet in the auditorium again. See you there!

Bruce Coleman

ANOTHER EDITORS NOTE: The ST Sig met in the auditorium on August 11 and we will try to get Bruce to give us another article to go with this one for the September Newsletter or as soon thereafter as possible.



YOUR AD

COULD BE HERE !!!

Bay Area Atari Users Group

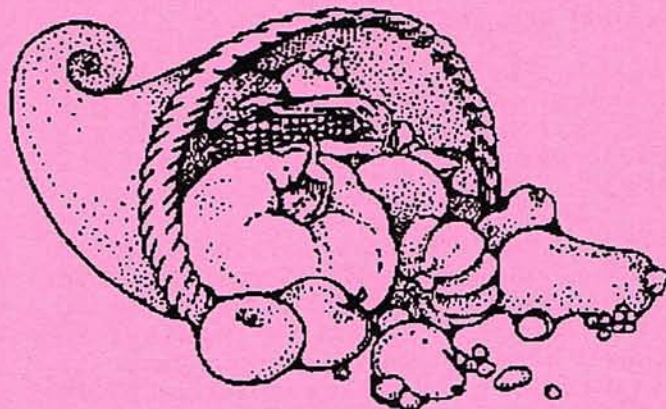
LIFE'S PLEASURES !!

By F.P. Nagle

I know, this isn't an article about the Atari computer, but --- it may be all that is necessary to keep everyone in the family happy. One of the things I enjoy doing on the weekend is going to **BRUNCH** on Sunday. I've tried quite a few places in Sunnyvale and surrounding area. One of the BEST is the Sunday brunch at the **DOUBLETREE HOTEL** on Great America Parkway next to the new Santa Clara Convention Center.

This may sound like a commercial, but the food is **FABULOUS!** The tables hold a virtual Cornucopia of food. Shrimp, pork, chicken, fajitas, eggs, bacon, sausage, potatoes, salads, bread, muffins, and tons of desserts. If you get

the urge to go to brunch, be sure and check this one out. I'd suggest reservations. (408) 986-0700, Ext. 2606. Happy eating!!!



P.S. IT IS A CHAMPAGNE BRUNCH !!!

B&C

Computer Visions

3283 Kifer Road - Santa Clara, CA 95051
(408) 749-1003 Hours: TUE - FRI 10am - 6pm
SAT - 10am - 5pm

8-BIT INTEGRATED CIRCUITS <div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> \$4.50 EACH OR 4.00 IN QTY OF 10 ASSEM REV A 800 ANTIC 810 ROM C 1771 FDC 1050 ROM POKEY XL CPU 14806 PIA 6532 </div> <div style="width: 30%;"> BASIC REV A 800 CPU 6502 VCS TIA 444 GTIA PIA 6520 RAM 6810 MPU 6507 OS ROMS (499B-599B) </div> <div style="width: 30%;"> \$12.00 EACH ASSEM REV B 850 ROM B XL DELAY FREDDIE XL ANTIC BASIC REV C XL/XE OS XL/XE MMU XE GATE ARRAY </div> </div>		HAPPY ENHANCEMENT VER. 7.1 810 OR 1050 - \$99.95																																					
NEW PRINTED CIRCUIT BOARDS WITH PARTS <table style="width: 100%; font-size: 0.8em;"> <tr><td>800 MAIN WITH CHIPS</td><td>10.00</td><td>400 MAIN</td><td>10.00</td></tr> <tr><td>800 16K RAM</td><td>10.00</td><td>800 POWER</td><td>5.00</td></tr> <tr><td>810 SIDE WITH D/S</td><td>25.00</td><td>CPU W/GTIA</td><td>10.00</td></tr> <tr><td>810 ANALOG</td><td>10.00</td><td>810 POWER</td><td>15.00</td></tr> </table>		800 MAIN WITH CHIPS	10.00	400 MAIN	10.00	800 16K RAM	10.00	800 POWER	5.00	810 SIDE WITH D/S	25.00	CPU W/GTIA	10.00	810 ANALOG	10.00	810 POWER	15.00	DISK DRIVES <table style="width: 100%; font-size: 0.8em;"> <tr><td>ATARI 810</td><td>140.00 (130.00)</td><td>ATARI 1050</td><td></td></tr> <tr><td>ATARI 810 on Plate</td><td>100.00 (90.00)</td><td></td><td>199.95</td></tr> <tr><td>ATARI 810 W/HAPPY</td><td>220.00 (210.00)</td><td>INDUS GT</td><td></td></tr> <tr><td>B&C 810</td><td>140.00 (120.00)</td><td></td><td>199.95</td></tr> </table>		ATARI 810	140.00 (130.00)	ATARI 1050		ATARI 810 on Plate	100.00 (90.00)		199.95	ATARI 810 W/HAPPY	220.00 (210.00)	INDUS GT		B&C 810	140.00 (120.00)		199.95				
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NEW !! 1050 SUPER ARCHIVER CHIP \$69.95

PUBLIC DOMAIN SOFTWARE FOR 8-BIT AND ST 5.00 PER DISK. WRITE OR CALL FOR COMPLETE LIST

ST INTEGRATED CIRCUITS

DISK CONTROLLER WD1772	25.00	DMA CONTROLLER	26.00
PHOTO COUPLER PC900	2.95	MMU	28.00
YAMAHA SOUND CHIP	10.00	VIDEO SHIFTER	26.00
6850 ACIA	3.95	GLUE CHIP	28.00
68000-8 CPU	27.00	68901 MPF	16.00
KEYBOARD CHIP	15.00		

\$39.95

TERMS Calif. Res. add 7% sales tax. No orders under \$20. We ship UPS
 COD, Prepaid, Mastercard and Visa. Add shipping (\$5.00 minimum)

ALL SALES FINAL



Knarf's Korner

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SW AP MEET

Another summer has come and gone, and the kids are back in school once more. Must mean that Mom and Dad now have the use of the computer a little more often, or is that really the case? Could be that the kids need the computer for all that homework. Need another computer? Need a second printer? Why not come to the next BAAUG meeting on September 14th, we're having a SW AP MEET!!! You just might find that piece of hardware or software that you've been looking for...

FCC: CHARGES AGAIN

In an attempt to make charges more equal for all people, the FCC in its infinite wisdom is attempting to add surcharges to the on-line services. Current figure is \$5.00 an hour per user. The user is you and I whenever we connect to a service such as Compuserve, Genie, Delphi, The Source, etc. The national services are being looked at now, but it could result in additional rulings that could affect the local BBS that you

are so fond of. By the time you read this, the time period for answering the ruling will have passed, so I hope you paid attention at our last meeting and got your letter in the mail!!!

Publishing Partner

Both Joe Fischer and I hope that you find the new format more to your liking. We are trying out some new ideas, and they all involve the use of Publishing Partner. If you noticed the NEW LOGO on the front page, say thank you to

MARY LOU WHITE

at

B&C COMPUTERVISION

I mentioned that we were looking for some additional original art for our newsletter, and lo and behold, there you have it!!!! Thank you Mary Lou.

MEMBERSHIP CARDS

I know, I know, we have been remiss in providing members with the membership cards that we have promised. Well, maybe we can change that. Once more, Mary Lou spent some time using Publishing Partner and came up with a design for a BAAUG membership card. I will try to have a sample available for the next BAAUG meeting for you all to see and hopefully approve. If this is accomplished, then all we need to do is arrange for the printing and distribution to members.

B&C COMPUTERVISION

Those of you that have bought your ST from B&C know that

you receive a discount card entitling you to a 10% discount on software purchased at B&C. Now those of you that didn't buy your machine here can also get in on a good deal. B&C is now providing a card that you can use with each purchase of \$20.00 or more. When all the numbers are punched out you can trade it in for the DISCOUNT CARD!!! Thanks Bruce for helping everyone out.

LASER PRINTER

And once more, thanks to B&C for the use of their Laser Printer to create the master for this month's newsletter.

RUMORS

Mega ST's???? Supposedly they are now out. (By the time you read this.)

Laser Printers??? (RSN translated as Real Soon Now! or should that be TWO WEEKS??)

NEW BBS

Newest in the area is run by the San Jose Police Department, and is called Crime Bytes. The number to call is:

(408) 287-8399

Until next time.....

HAPPY ATARIING !!!!



HOT-LINE / HELP-LINE

Gordon Anderson (408) 247-4794 Eves. New Users Group/SIG

Richard Anderson (408) 281-8139 Eves. 7-10 Ques. ranging from Telecommunications to Letter, Data & Spell Perfect. Geneology SIG.

Loretta Colbourn (408) 972-4456 General questions.

Bruce Coleman (408) 288-7376 Eves 8-11 except Thurs. 8-bit General Use, BASIC, BASICXL

John Crane (408) 268-7317 days, 447-6804 eves. general computer questions, BASIC & FORTH.

Gary Furr (mail only) P.O.Box 1073, Mountain View, CA 94042-1073; questions on Atariwriter & printer drivers.

Rich Lewis (408) 985-0251 Eve. 6-9 BASIC, Atari Desktop, Atariwriter, ACTION, 8-bit general.

Gene McCreary (408) 629-7494 eves. 8-9:30, general computer use. BASIC, ASSEMBLY.

Mike Morrow (415) 570-7478 Personal Pascal for ST
Steve Quigley (408) 297-4790 eves. 8-Bit Beginners and Educational Software, general questions.

Bill Richerson (408) 446-2242 Speedscript, BASIC, ASSEMBLY, 825 & 1020 Printers, Electronics Projects/parts & help.

John Schreier (408) 281-8930 eves. 6-9 ST questions.

INFORMATION

This newsletter is published monthly by the BAY AREA ATARI USERS GROUP located in the heart of Silicon Valley and the backyard of Atari (U.S.) Corp. We accept commercial advertising as a way of offsetting the publication costs at the following rates:

FULL PAGE - \$50.00 QUARTER PAGE - \$15.00
HALF PAGE - \$30.00 BUSINESS CARD - \$10.00

Camera ready ad copy should be supplied by the first week of the month for publication in the next month's newsletter. Every attempt will be made to include your ad in the appropriate issue. The publishers reserve the right to hold copy if space and time are not available.

NEW SLETTER ARTICLES

Articles are accepted in any format, but upload to the BAAUG BBS is PREFERRED. (408) 358-1520.

YOU CAN BE ONE OF THE HOT-LINE/HELP-LINE VOLUNTEERS. JUST LET US KNOW YOU WANT TO HELP.

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DON'T FORGET - SEPTEMBER MEETING IS THE 14th - THE SECOND MONDAY
CHECK LABEL FOR RENEWAL DATE